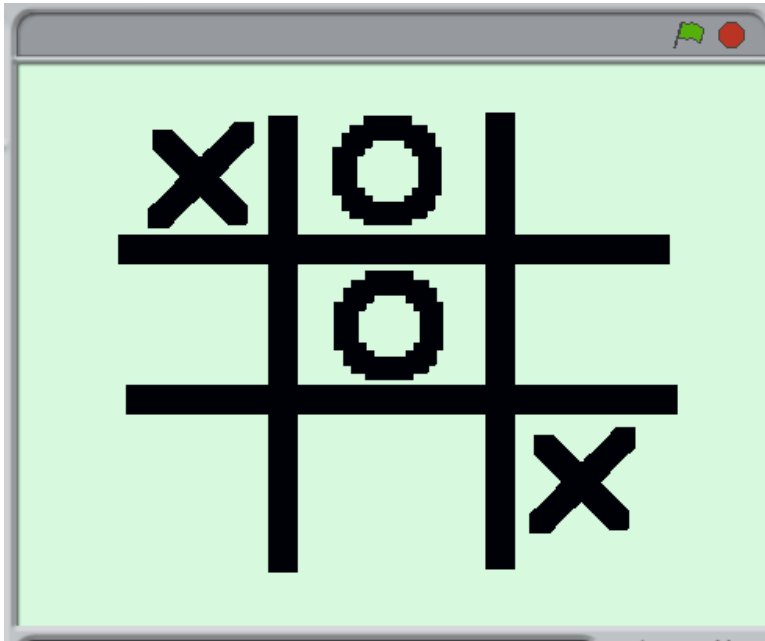


Tic Tac Toe

Your challenge is to build a Tic Tac Toe game using Scratch. Here is a simple example of what it might look like partway through a game:



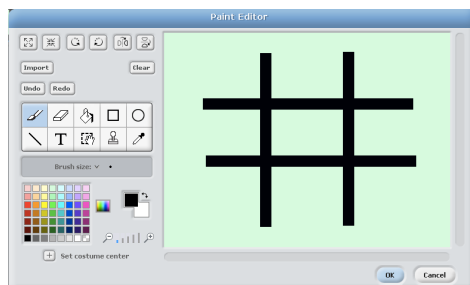
Specifications:

The game must have the following features:

- The game must keep track of whose turn it is ('x' or 'o')
- When a blank square is clicked, it should show an 'X' or a 'O' depending on whose turn it is
- Each space should contain a sprite, which has 3 costumes (blank, 'X' and 'O')
- The game may be themed however you like. It should look better than mine!

Steps:

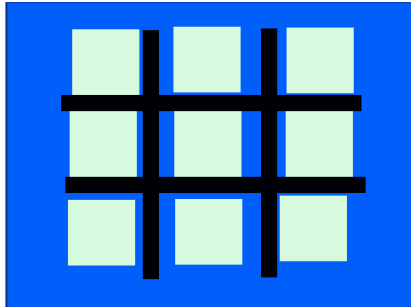
1. Create your game board (Stage). Make it look better than mine!



2. Create a sprite with 3 costumes: Blank, X, and O. Here's what mine look like:



3. Add a variable to keep track of whose turn it is (X or O). X should play first, so set this variable to X when the flag is clicked.
4. Add scripts to the sprite so that it responds to clicks. When the sprite is clicked, change the costume to X if it is X's turn, otherwise change it to O. Change the value of the variable so it is the other player's turn.
5. Add a script to the sprite so that it resets to blank when the flag is clicked.
6. Test and make sure the sprite is working correctly
7. Duplicate the sprite, and place one copy in each space on the board. Here is what my board looked like after this (with the background colour changed so you can see the sprites):



8. Test and fix any problems
9. Get a classmate or Miss to play against you.

Challenge:

Make your program check for a win or a draw and display an appropriate message at the end of a game.